

IN THE SPECIFICATION:

At page 11, line 2, please amend the specification as follows:

Fig. 7 is a schematic view showing how a three dimensional dimensional space can be partitioned into distinct regions that correspond to the individual emotions of a character;

At page 34, line 20, please amend the specification as follows:

The animation engine is responsible for executing the chosen behavior through the most expressive motion possible. It offers several levels of functionality:

- (i) Playback - the ability to play out hand-crafted animations, such as "walk";
- (ii) Layering - the ability to layer animations on top of ~~top of~~ one another, such "wave hand" on top of "walk" to generate a walking character waving its hand;
- (iii) Blending - it must support motion blending animations, such that blending "turn right" and "walk" will make the character turn right while making a step forward; and
- (iv) Procedural motion - the animation engine must be able to generate procedural motion, such as flocking of a number of separate characters.

Starting at page 33, line 8 through page 36, line 13, please amend the specification as follows:

1. GroupSkills ~~Group Skills~~

- a. GroupSkills are groups of skills.
- b. Some preferred GroupSkills:

i. EmotionGroupSkill

1. Holds onto other Skills that each have an emotional coloring. Emotion and child skill can be mapped.

ii. ParallelGroupSkill

1. Holds onto a bag of skills and executes them upon starting.
2. Remembers whom it started and cleans up upon getting interrupted (upon stop() being called).

iii. SerialGroupSkill

1. Holds onto a bag of skills and executes them one after another (in sequence) remembers.
2. Remembers whom it started and cleans up upon getting interrupted (upon stop() being called).

iv. AmbuLocoGroupSkill

1. Contains an AmbulateSkill (computing the motion of the root node).
2. Contains a LocomoteSkill (animation, e.g., the walk cycle).
3. Is responsible for communicating the parameters of the Locomote to the Ambulate mechanism (like forward speed inherent in the animation cycle).
4. LocomoteSkill is any skill, e.g., an EmotionGroupSkill, which means that changes of emotion happen "under the hood"; also, the AmbuLocoGroup needs to communicate the parameters based on which subskill of the

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locomote group skill is running (in other words, it has to poll locomote often).